

Taping in Stereo

# Videotape

OSCAR  
WINNERS  
ON TAPE & DISC

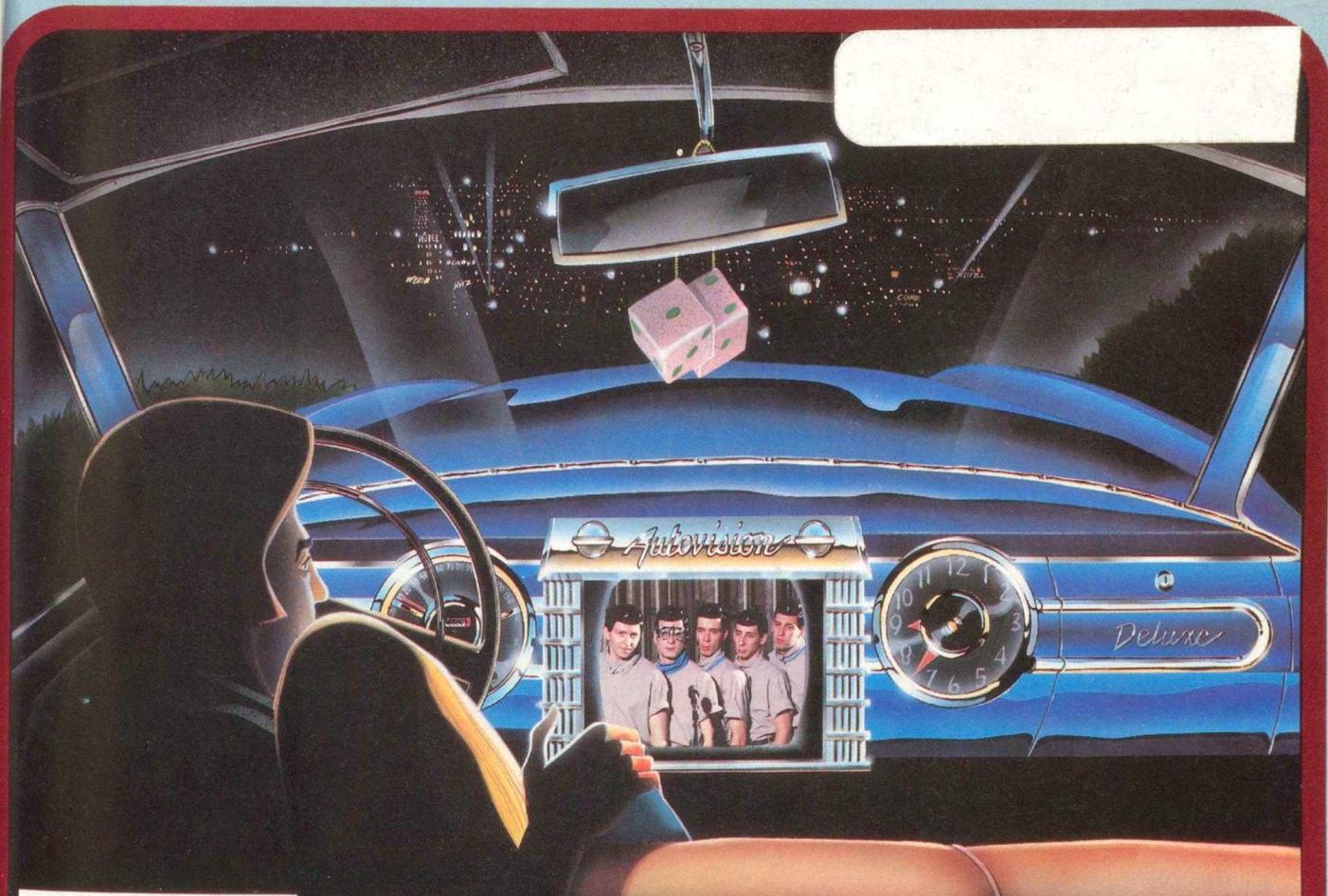
RIL  
32  
75  
20  
04834

The #1 Magazine Of Home Video

Secrets of the New Anti-Piracy Technology  
Pay-TV's New Twist: Tape the Movie, Get the Bill  
Rediscovering the Great Film Detectives

BERGER-BRAITHWAITE VIDEOTESTS

Jenwood VCR · Teknika Component TV · Technicolor Color Camera · Showtime Color Processor



ALL-MUSIC TELEVISION  
Are You Ready to Rock Around the Clock?

# Contents

**48**

## Rock Around the Clock by Pat Wadsley

The beat goes on 24 hours a day on cable channel MTV, though the choice of rhythms is limited.

**51**

## How to Tape Stereo and Simulcast Cable Programs by Max Pascal

Programming transmitted with two sound channels requires a new set of taping tricks.

**52**

## Is Video Dangerous? by Cliff Roth

Three outspoken critics of television turn a skeptical eye to video technology.

**56**

## Secrets of the New Anti-Piracy Technology by A.J. Pennbrooke

Cable-TV companies are developing ways to shield their signals from pirates.

**58**

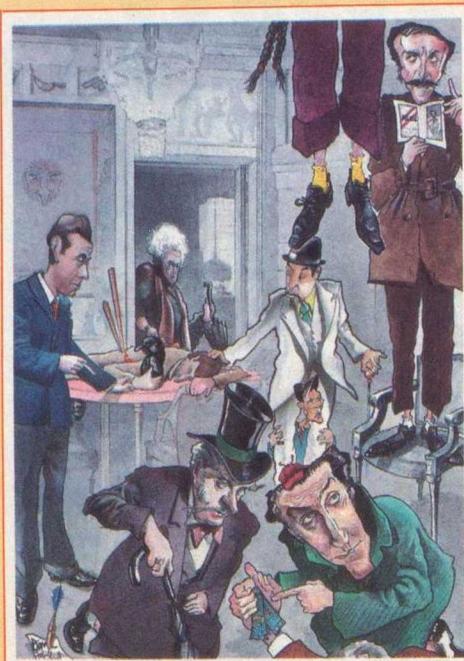
## The Great Sleuths by Ron Smith

Quick, Watson! The game is afoot! I'll turn on the TV and you put the tape into the VCR.

**62**

## Putting More Pay Into Pay-TV by Tim Onosko

Electric bill. Gas bill. Loan bill. Doctor bill. Pay-TV taping bill—now wait a minute.



Page 58



Page 64

**64**

## Oscar Winners Revisited by Harvey Elliott

Oscar's face is all over program packaging. Would he change his mind in some cases if he could?

### ABOUT THE COVER

Once banished to the mass-media ghettos of radio and records, pop music is finally being given a genuine entree to the world of TV with the introduction of Warner's MTV, the first 24-hour all-music cable-TV channel. Cover illustration by Bob Randal.



ILLUSTRATION CREDITS: Bob Randal—cover; Brez—22,23; David Prestone—25-27; Mark Gerber—38,40,62; David Feibland—58

PHOTO CREDITS: Les Morsillo—32-34, 72-82; Bruce Curtis—68-70



VIDEO (ISSN 0147-8907) is published monthly by Reese Publishing Company, Inc., 235 Park Avenue South, New York, N.Y. 10003. Second-class postage rates paid at N.Y.C., N.Y. and additional mailing offices. © 1982 by Reese Publishing Company, Inc. All rights reserved. ® under Universal, International, and Pan American Copyright Conventions. Reproduction of the editorial or pictorial content in any manner is prohibited. Single copy price \$1.75; \$2.00 in Canada; 1 Pound Sterling in U.K. One-year subscription (12 issues) \$15.00; Canada \$18.00 U.S.; foreign \$23.00 U.S. Address orders to VIDEO, Box 1116, Dover, N.J. 07801. Change of address takes 60 days to process; send old address label, new address, and zip code. All material listed in this magazine is subject to manufacturer's change without notice, and publisher assumes no responsibility for such change. Printed in the U.S.A.

POSTMASTER: Send form 3579 to VIDEO, Box 1116, Dover, N.J. 07801.

**68**

## Jogging on Camera by Jane Albertson

Footloose Brooklyn joggers are using video cameras to keep in step with their challenging hobby.

**72**

## See the Music, Hear the Light

by John Bishop

This musician wanted to play light the way you play music, but first he had to invent an instrument.

## Program Guide

News & Views .....	25
Top 15 Bestselling Titles .....	27
Directory .....	28
Reviews .....	32

## Videotests

by Berger-Braithwaite Labs ..... 76

Teknika Component Television System  
Kenwood KV-901 VHS Recorder  
Technicolor 412D Color Camera  
Showtime Video Ventures VV777P  
Color Processor

## Columns

Channel One .....	8
Feedback .....	12
New Products .....	16
Videogram .....	20
Video Programmer .....	38
TV Den .....	40
Arcade Alley .....	42
Videology .....	44
Fine Tuning .....	46



# Arcade Alley

A Critical Look at Video Cartridge Games & Programs

by Bill Kunkel & Arnie Katz



## Ropin', Ridin', and Skatin' with Activision

The watchword in the programmable video-game field for 1982 is coming in loud and clear on all channels: software. After all, what good is having a machine that uses interchangeable cartridges if there isn't a large and growing supply of exciting new games?

The emphasis on software is especially pronounced with the Atari VCS. Atari will release the equivalent of a game a month under its own label, plus one or two that will be sold exclusively at Sears under the Tele-Arcade brand name, such as the already available **Stellar Track** and **Steeplechase**.

A new outfit, Imagic, plans to issue up to six titles for the Atari VCS and Mattel Intellivision systems. There are also juicy rumors circulating in video-game circles that some of the biggest names in the toy and game industry are eagerly eyeing the Atari player pool with ideas of getting into the software business, possibly as soon as the 1982 holiday season.

Meanwhile, Activision, the company that inspired the outbreak of softwaremania when it began producing games for the VCS more than a year ago, is hardly resting on its laurels. The California-based company continues to show the way for all present and future independent video-game software suppliers. Activision's two newest releases epitomize the qualities that have contributed to the popularity of previous offerings—high-quality animated graphics and streamlined play-action—while incorporating some new ingredients into the success formula.

**Stampede**, the creation of Arcade Award-winning designer Bob Whitehead, has such charming visuals that many players will be surprised to find a highly challenging contest. This thrilling representation of ropin' and ridin' offers a graduated range of skill levels from hard to hardly possible.

Gamers direct a horizontally mobile cowboy located at the left side of the playfield with the joystick. When the game begins the electronic cowpoke spurs his steed into a loping gallop, lariat whirling above his stetson. At the same instant a herd of varicolored "dogies" starts sprinting toward the right edge of the field. The on-screen range rider eventually overtakes the steers. The constantly moving fence in the background gives an impression of breakneck movement to the chase.

The cowboy can deal with the animals in two ways: by either lassoing them for points by pressing the action button or gently nudging them forward with the horse. The arader must at all costs prevent the dogies from scampering off the screen. The game ends when three escape the playfield, though the game awards a bonus cow every time the arader tallies 1000 points.

As difficult as it is to cope with the numerous steers, "mavericks" create the real crises. These black-hued strays stand facing the cowboy instead of running with the herd. They must either be roped—which accumulates bonus points—or they'll disappear off the screen, sure as shootin'.

Activision has achieved fame and fortune by accepting the risk of marketing new and unusual games instead of taking the safer path of publishing graphically stunning but ultimately derivative versions of proven sellers. Although "Stampede" is one of the few recent releases for the VCS to contain only 2K of read only memory (ROM) it is a brilliant illustration of what a little programming savvy and a lot of imagination can produce. It convincingly demonstrates that expanding memory isn't the only way to create solid, playable games.

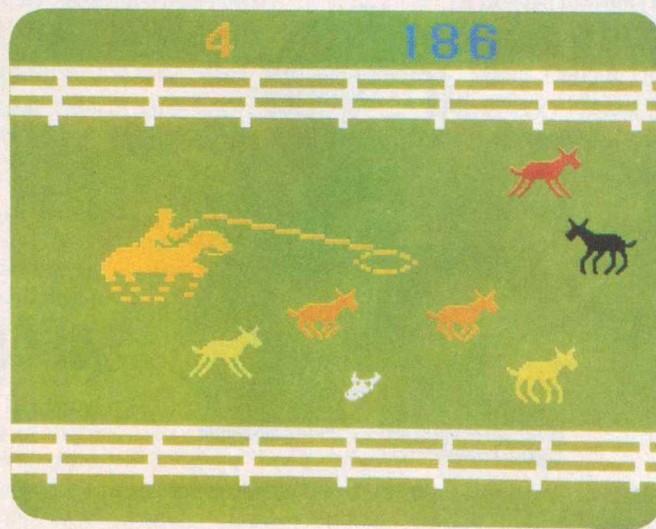
**Ice Hockey**, the latest creation of Arkie Award-winner Alan Miller, is yet another example of Activision's innovative approach to programmable video-game software. Along with last year's **Championship Soccer**, it proves that cleverly conceived sports simulations can work on the Atari VCS.

Miller's 4K-memory version of the world's fastest team sport limits each side to two skaters. The forward enjoys free run of the entire rink, while the defenseman/goalie is restricted to the home half of the ice. Possession of the puck is indicated by its placement on the hockey stick of one of the on-screen competitors. Each human coach has direct joystick control over the electronic athlete closest to the puck, while the VCS handles movement of the off player.

When the all-important rubber disk is in the possession of a player, it automatically slides up and down the blade. Pressing the action button permits passing or shooting. The puck's position at the time the button is struck determines its direction of flight: straight ahead, left, or right.

The visual presentation softens the traditional overhead view of the action with a slight three-quarters perspective that gives the coaches the best of both approaches. But the most obvious de-

Bob Whitehead's 'Stampede': the visuals are charming and the challenge is great.



parture from the real-life sport in Activision's "Ice Hockey" is the total absence of anything resembling law and order inside the boards. Miller's creation is played without benefit of referee or linesmen, giving the skaters on both teams the opportunity to trip, slash, and otherwise commit mayhem with even more impunity than is enjoyed in today's National Hockey League.

This does not mean, however, that play automatically degenerates into a video-game version of the movie *Slap Shot*. The occasional well-placed trip is well and good, but the only way to win is to blend goon-squad tactics with more traditional hockey virtues of dexterous puck-handling and pinpoint passing.

Another important feature that separates Activision's "Ice Hockey" from most other video-game renditions of team sports is that it can be played solitaire as well as head-to-head. In fact, humans will generally take their lumps against the machine, at least the first few times. Effective programming makes the Atari play like a combination of Wayne Gretzky and Billy Smith, and simply flattening every-

## Activision has succeeded by marketing new and unusual game programs

thing that moves like the old Philadelphia Flyers will hardly stop the hail of pucks plunking into the net.

"Ice Hockey" shows that a video game doesn't have to open with the singing of "O, Canada!" and "The Star-Spangled Banner" to qualify as a reasonably solid simulation. This cartridge reproduces (if simply) most of the elements that characterize the sport. And what more could an ice-happy aracker ask for, eh?

Lovers of electronic games who haven't picked up VIDEO magazine's stablemate, *Electronic Games*, are missing the only newsstand publication devoted exclusively to their favorite hobby. Inspired by overwhelming reader reaction, Reese Publishing Company has given the green light to increase *EG* to bimonthly publication.

Each issue of *Electronic Games* is crammed with full-color stories and features about every aspect of electronic aracking from programmable video games and home computers to stand-alone devices and commercial amusement centers. Your masters of ceremonies are the familiar pair of Kunkel and Katz from "Arcade Alley."

**"I'll give you a free one-year membership in my video camera club just for filling out a simple questionnaire."**



Already, thousands of video enthusiasts have joined VC 2000, entitling them to:

- Basic video camera instructional tapes at discount prices
- Instructional tapes on how to set up a video business
- A quarterly newsletter with state-of-the-art development in the world of video
- Discount prices on blank cassettes and equipment
- And many more benefits

The details on VC 2000 membership appear in another ad in this magazine.

**But, you can enjoy these same benefits on a one-year membership at absolutely no cost, just by filling out a simple questionnaire, describing your video playing or shooting activities.**

**This questionnaire will help me**

**find new ways to serve the needs of video enthusiasts. You may also request additional questionnaires for friends to let them qualify for membership, too.**

**Act now, to qualify for your free membership. Use the coupon below or my toll-free number to request your questionnaire.**

**1 800 428-6163**

(except in Alaska or Hawaii).

**1 800 692-6048**

(In Indiana).

Kartes Video Communications, Inc.

Please send my questionnaire(s) which I will fill out and return to you in return for a one-year free membership in VC 2000.

Name \_\_\_\_\_

Address \_\_\_\_\_

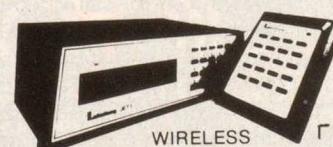
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

I will also need \_\_\_\_\_ number of questionnaires to give to friends.

A Club for Video Camera Owners

VC 2000, 10 East 106th Street, Indianapolis, IN 46280

### ATTENTION VCR/CABLE VIEWERS



WIRELESS  
PROGRAMMABLE  
CABLE CONVERTER

SIGMA SOUND EQUIPMENT  
DEPT. V  
P.O. BOX 114,  
PICKERING, ONT., CANADA  
L1V 2R2



Visa/Mastercard  
Accepted



Upgrade your old single event VCR to a full 105 channel cable-ready recorder with eight event programming and get a WIRELESS REMOTE CONTROL for your TV as a bonus. The new Canadian-made PROGRAMMABLE JET-1 CABLE TV CONVERTER from SIGMA SOUND lets you record from eight different cable channels during the five or six hour maximum record time of your VCR. You are no longer limited to one channel of unattended recording. Get all this for only \$169.95 CAN. For orders received in US funds (certified cheque or money order) the price is \$149.95 US.

PLEASE SEND \_\_\_\_\_ (QTY) JET-1 CABLE TV  
CONVERTERS FOR WHICH I ENCLOSE \$169.95 CAN.  
(\$149.95 US) PLUS \$10.00 SHIPPING BY FIRST CLASS  
REGISTERED MAIL. TOTAL \_\_\_\_\_

CARD # \_\_\_\_\_

SIGNATURE \_\_\_\_\_ EXPIRY \_\_\_\_\_

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY/STATE \_\_\_\_\_ ZIP \_\_\_\_\_